

# Guild

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The Last Remnant features three guilds that offer "Tasks" that, once completed, have some very nice rewards. Each task is different and non-repeatable. Many of the rewards are similar -- Gold and Blueprints especially. Some quests, however, are the only source for "Daily" or "Weekly" [magazines](#) that will allow the team to obtain additional drops from monsters.

In addition to the main public guild, the [Union of the Golden Chalice](#), which is present in all towns except Ghor, there are two private guilds only accessible after completing specific quests. These can only be accessed in certain cities.

## Union of the Golden Chalice [Edit](#)

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This guild is immediately available in all [towns](#), with the exception of [Ghor](#).

## Sword of Three Realms [Edit](#)

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To gain access complete the following quests:

- in [Celapaleis: When the Rose Blooms](#)
- in [Elysiion: The Silver Falcons: Part Three](#)

## Ring of the Labyrinth [Edit](#)

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To gain access complete the following quests:

- in [Athlum: The Fated One](#)
- in [Elysiion: The Ladies of Bloody Alice](#)
- in [Ghor: The Gates of Deceit and Sword of the Dead](#)

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